NES-SY-USA

SUNSOFT™ for the Nintendo Entertainment System®

SKYKID™

INSTRUCTION MANUAL

SUNSOFT™ Limited Warranty

SUNSOFT™ warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT™ or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT™ shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT™ has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

This game is licensed by Nintendo for play on the

Nintendo
Entertainment
System®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.
Licensed from Namco Ltd.

Thank You . . .

for purchasing the SUNSOFT "SkyKid" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

CONTENTS:

SkyKid: The Mission ____ 2

Precautions ____ 2

Control Functions ____ 3

How to Play ____ 4

SKYKID: THE MISSION

"SKYKID" is an exciting aircraft game originally created for the arcade. It's a mission that puts you right in the middle of all the action! The purpose of the game is to take off from home base, fly through the enemy's defenses and carry out your assigned mission. After you succeed in destroying the enemy and land back on base, you can go on to the next mission. In playing "SKYKID", you'll learn to fly your plane with the confidence of an experienced pilot.

PRECAUTIONS

Be sure to turn the power OFF before inserting the game pak or removing it from the unit.

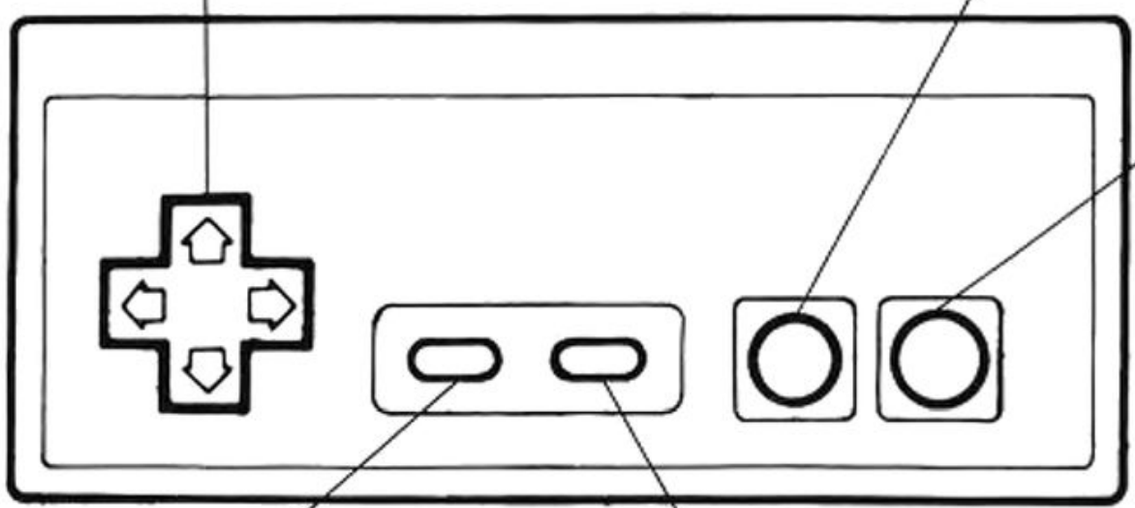
This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

CONTROL FUNCTIONS

Control Pad
Fly up, down, faster-slower.

B Button
loops plane/drops bombs.



A Button
shoots machine guns.

Select Button
selects 1 or 2 players
(2 players can play at the same time).

Start Button
begins game, pauses action during play.

HOW TO PLAY

Take off from your base, fly through the enemy's defenses, bomb the designated target and land back on base.

Shooting

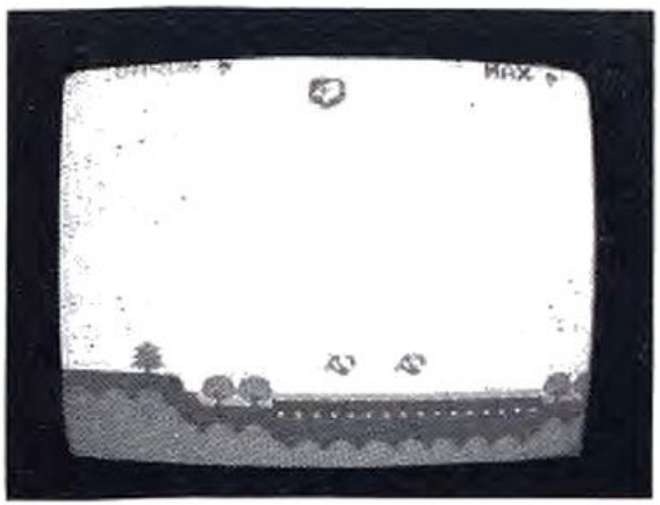
Your plane's gun is effective both in aerial dogfights and against ground targets.

Bombing

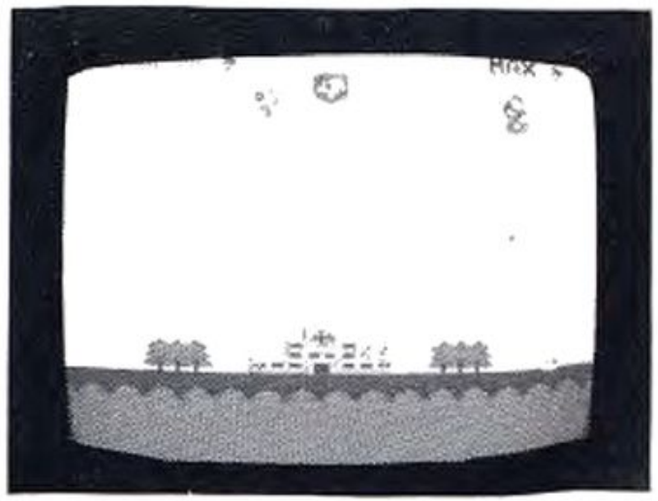
Destroy main targets with bombs. When the bomb appears, touch it and take it with you. The loop button becomes the bomb button.

Loop

Learn to master three different types of loops. When the plane is loaded with a bomb, it cannot loop.

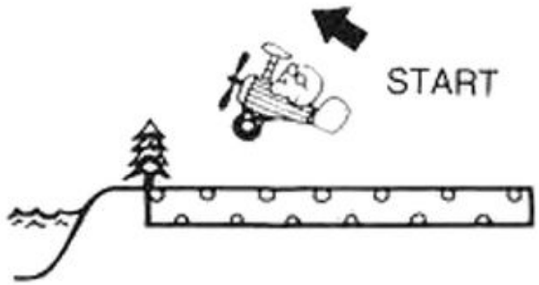


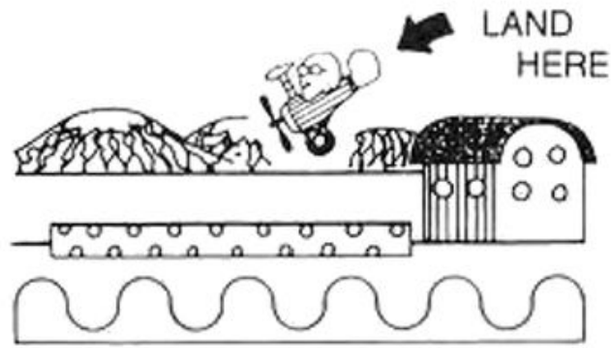
Take off from base.



Bomb the target.

Taking Off and Landing



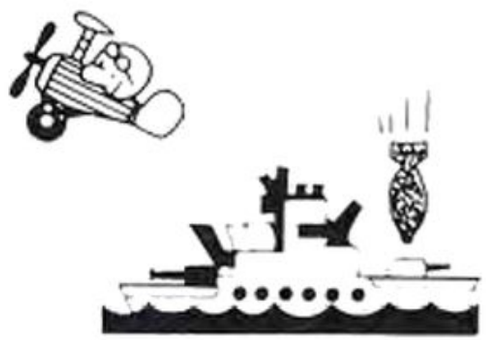


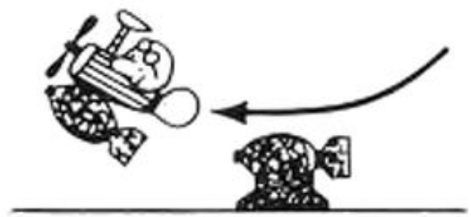
The player's plane should take off as soon as it appears at the airport. Land when "LAND HERE" appears. If you miss landing, your plane will crash.

Shooting

Effective in the sky and on ground targets.

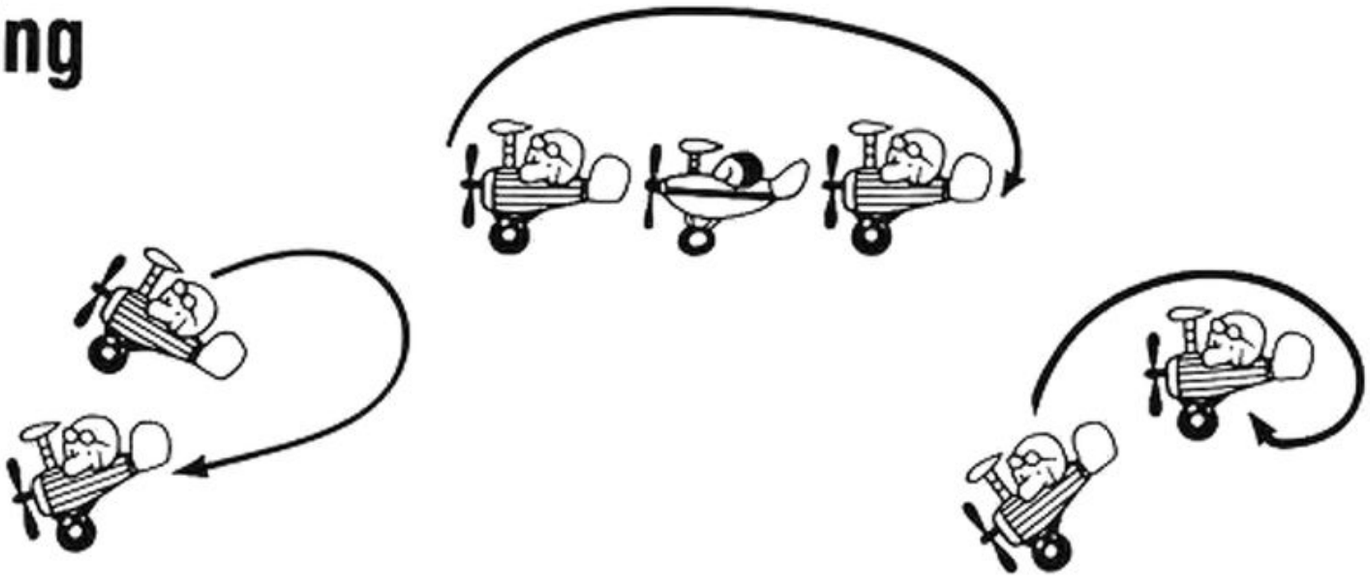
Bombing





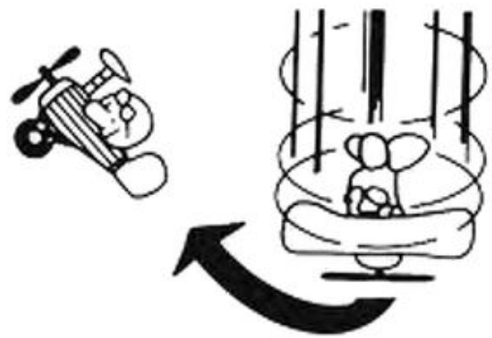
Touch the bomb and take it with you.

Looping



Master the 3 types of loops.
When loaded with a bomb, you cannot loop.

Recovering from a spin



When crashing, don't give up. You can save your plane by pressing up on the control pad and pressing the **A** or **B** Button repeatedly.

Two Player Teamwork

Player Number 1 is the Red "Baron".
Player Number 2 is the Blue "Max".

When playing a two player game, partnership is very important. Sometimes you'll compete with each other; sometimes you'll help each other. You can save your partner when his plane is spinning by shooting him. This is a demonstration of "the power of friendship."

Baron and Max

Baron is the main character in this game.

Max is a good friend and rival.

War Planes:

SUNSOFT Buzzers, designed for maximum maneuverability.

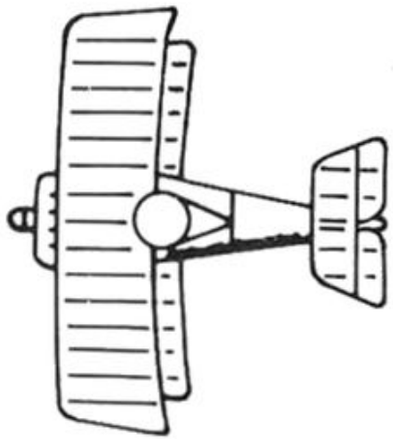
Engine: 8 cylinder high-compression

Speed: 220 mph

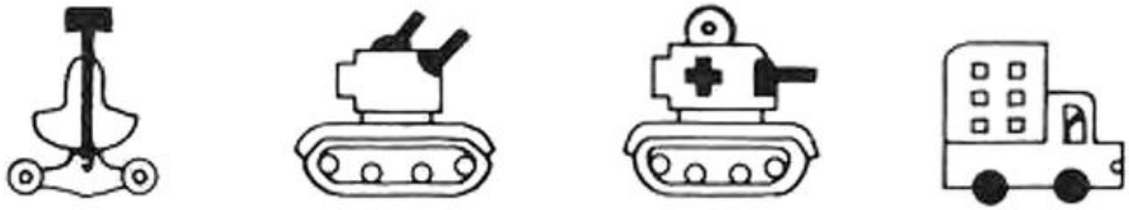
Absolute Ceiling: 22,000 ft.

Weapons: Heavy-duty machine guns
Jumbo bomb

Range: 1,500 miles.

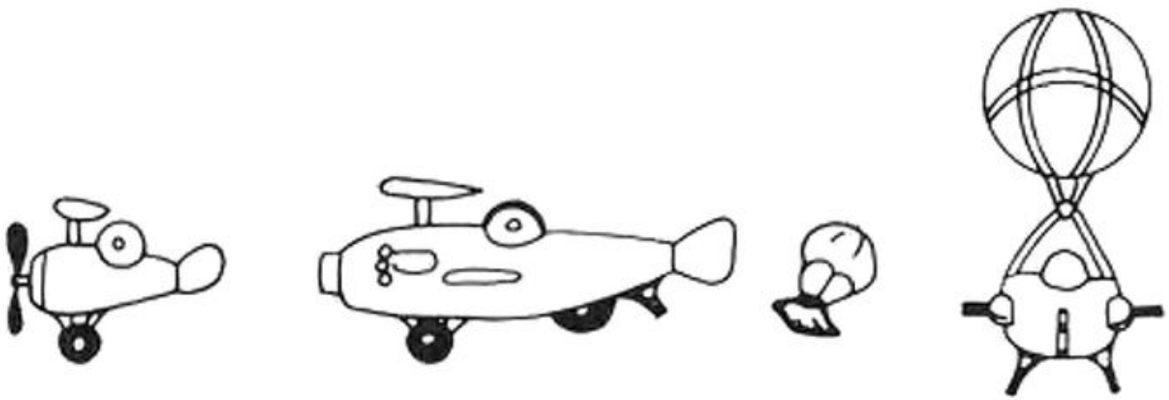


Ground Forces



Enemy Navy

Enemy Air Force

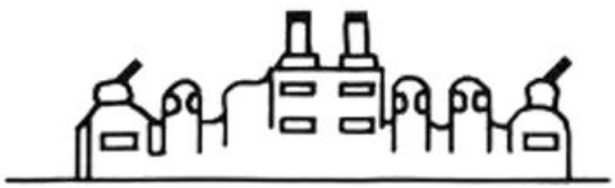


Main Targets

The Headquarters

Battleships

Factories



Aircraft Carriers

Also Starring

The Statue of Liberty

The Thunder Kid

Girlfriends of Baron & Max

Try the "Loop" Button. You may get a kiss.

Plus many more surprises!

SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

SUNSOFT™ for the Nintendo Entertainment System®

Watch for the best arcade titles from the best new name in home entertainment software.

SUNSOFT.

SUNSOFT™
A Division of Sun Corporation of America
2250 Elmhurst Road
Elk Grove Village, Illinois 60007
(312) 228-0451

SUNSOFT™ is a trademark of Sun Corporation of America. SKY KID™ is a trademark of NAMCO Ltd. © 1986 All rights reserved. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1987 Sun Corporation of America

Printed in Japan